The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

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WHAT'S GOING ON HERE?

THE STRATEGIC REVIEW is the newsletter of Tactical Studies Rules, which will quite naturally be used to carry advertisements for all of TSR's product line. However, it will do a lot more than that. Each issue will contain as many features and news items as we can possibly find space for. This being our first issue, all of the features pertain to our product line. If we receive submissions for future issues which deal with other things we will certainly print them, for this newsletter will try to cover as much as possible. Getting back to what is at hand, here is the format planned for each issue:

Regular columns will include STRATEGIST'S CLUB, CREATURE FEATURES with a new Dungeons & Dragons monster, CASTLE & CRUSADE, THE ARMORY, TSR NEWS, and the WARGAMING WORLD of news and brief reviews. Material and space will dictate how many of each of the regular columns will be in any given issue, but we will always try to get the majority into each issue.

There will be one or two features in each issue also. Whether we include one or two depends mainly upon what is available, for the basic four-page size of this 'zine is easily expanded by the inclusion of a single sheet or double-sized stuffer -- we planned it that way! In fact, you'll note that the stuffer this issue is a test version of a set of rules for SOLO DUNGEON ADVENTURES which we thought you'd enjoy.

In the future we will probably increase both the size and frequency of THE STRATEGIC REVIEW, but in order to get into the swing of things we thought we'd better go slowly at first.

If you enjoy this issue and want to help there are two things which you can do: First, tell your friends about it so that they too will subscribe. Second, send in any brief items you have -- either news or articles, or material for the other columns. Thanks! We hope that you thoroughly enjoy this issue and every successive number of THE STRATEGIC REVIEW.

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Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

INTRODUCING THE STRATEGISTS CLUB!

The Strategists Club is a special association open only to TSR subscribers. We will continually offer special privileges to members, and we currently plan a party for you all on the first night (Friday) of GenCon VIII, details to be announced in the Summer 1975 issue of this magazine. Meanwhile, we ask that members name their choices for the following:

BEST NEW GAME OF 1974
OUTSTANDING DESIGNER
OUTSTANDING WRITER
OUTSTANDING WARGAMING MAGAZINE
BEST MINIATURE FIGURE RELEASE (SERIES)
FAVORITE S&S NOVEL OF 1974

Please send your nominations as soon as possible!

To join the Strategists Club simply send us one dollar along with your name and address. We'll do the rest. As a special bonus to all members we will allow a 25¢ additional discount on Discount Coupon purchases, so that if four per year are used your membership fee has been returned in extra discounts.

Discount Coupon

50¢ OFF ON TRACTICS!

REGULAR PRICE: $10.00 POSTPAID

Subscriber's Name _____

Check here if a member of Strategists Club. This coupon must accompany your order . . . no substitutes!

COUPON EXPIRES 5-1-75

TSR NEWS

Many readers probably are aware that Tactical Studies Rules has acquired the rights to a number of rules booklets in the Guidon Games line. These acquisitions are: CHAINMAIL, DON'T GIVE UP THE SHIP, and TRACTICS. Getting these booklets into print under our own logo is naturally of first concern to us, but that doesn't mean we'll totally ignore new releases. What we hope to do is this:

TRACTICS should be available once again by the time this newsletter is released. It is a second printing with only minor revisions (given herein in THE ARMORY column) so as to save the costs of doing a second edition. We will eventually revise and expand TRACTICS, but that must await an uncertain future date.

CHAINMAIL will be reprinted soon in a third edition, with additions in the historic characteristics section to include the fighting men of the Far East, among others. Also added are sections in the man-to-man rules and some small items to the "Fantasy Supplement". The additional material, coupled with current costs will require that we raise the price, but that is unavoidable in today's economy. It is also hoped that we will be able to release at least one -- and possibly two -- companion booklets to CHAINMAIL, one to deal with the Crusades and the other with mythical English Medieval times (you

guess which of the two possibilities we plan!) Both will use the **CHAINMAIL** system with modifications to fit the particular case.

DGUTS will be reprinted in its original form, and it is planned to quickly follow its release with two companion volumes which will detail the orders of battle of the fleets of the major and minor navies of the world in that era and give rules for conducting large-scale, long-term campaings of an historic or fictional nature. The whole will possibly be boxed, although this is still not settled yet, for the cost might prove too high to make it attractive. Eventually TSR hopes to add still more booklets in the DGUTS system, and as this developes we will I keep you informed.

DUNGEONS & DRAGONS supplement booklets are still high on our priority list, and we should be getting at least one off sometime before GenCon. (If you will all rush large cash orders to us we can guarantee that we'll take the copy to the printer for immediate preparation . . .)

Other irons in the fire include many more rules booklets and a game or two. If you have a burning desire to see a particular set of rules in print, drop a card and let us know -- the old business about squeeking wheels is sometimes true.

CREATURE FEATURES

The Mind Flayer:

Number Appearing 1-4
Armor Class 5
Move 12"
Hit Dice 8+3
% in Lair 50%
Treasure F
Magical Resistance 90%

This is a super-intelligent, man-shaped creature with four tentacles by its mouth which it uses to strike its prey. If a tentacle hits it will then penetrate to the brain, draw it forth, and the monster will devour it. It will take one to four turns for the tentacle to reach the brain, at which time the victim is dead. A Mind Flayer will I flee if an encounter is going against it. Their major weapon, however, is the Mind Blast, a wave PSI force with a 6" directional range and a radius of 5'. All within the radius must save as indicated or will suffer the result shown:

Mind Blast:

Intelligence of Opponent	Saving Throw at Range 1 - 2"	3 - 4"	5 - 6"	Effect of Mind Blast
3-4	19	19	17	Death
5-7	17	16	15	Coma, 3 days
8-10	15	14	13	Sleep, 1 hour
11-12	13	12	11	Stun, 3 turns
13-14	11	10	9	Confuse, 5 turns
15-16	9	8	7	Enrage, 7 turns
17	7	6	5	Feeblemind
18	5	4	3	Insanity, permanent

Magic users add +1 to their saving throws, and clerics add +2. A Helm of Telepathy adds a +4 to saving throws, and when such saves are made the attacking Mind Flayer is stunned for 3 turns.

WARGAMING WORLD

The release of the Hinchliffe line of Martian figures last summer, the "Fantastiques" line of Der Kriegspielers, and the brand new "Conan" series prepared by MiniFigs all point to the big boom in fantasy/swords & sorcery wargaming. Those of you who have formerly had to struggle along with numerous conversions will soon have almost everything you can imagine ready for use simply by ordering, and it will undoubtedly get better still in the future!

Of great interest is the new magazine EUROPA (Walter Luc Haas, Postfach 229, CH-4018 Basel 18, Switzerland) which is a wargaming newsletter aimed at U.K. and European hobbyists. Because of the many languages spoken throughout the circulation area, Walter publishes in English. It is absolutely jammed full of information. A highly recommended news 'zine, and 60¢ gets you a sample copy here in the U.S., but remember not to send personal checks and the like -- postal money orders of the international variety are best!

Another news 'zine is GREAT PLAINS GAME PLAYERS NEWSLETTER (Communications Dept., U. of South Dakota, Vermillion, SD 57069). It contains both regional informations and a fair amount of fantasy material besides other interesting articles. Single issues are but 30¢, and a full year costs only $2.50. It is a good buy.

With its recent changes in format, WARGAMER'S DIGEST has strengthened its bid to become the dominant publication in the miniatures aspect of our hobby. Gene McCoy is to our knowledge working on still more to include in his journal, and every wargamer who plays miniatures should subscribe to WD. The price is $5.95 per twelve issues from WARGAMER'S DIGEST, P.O. Box 5526, Madison,WI 53705

We suppose that Avalon Hill got tired of having to take it on the chin from SPI, so when the latter began to compete with AH in the store market, AH countered with its own line of direct mail games to compete with the vast array offered by SPI. It should be of benefit to all of us, for we can afford now to pick and choose among all the titles to find the very best.

And last but not least, plans for GENCON VIII are now underway. Another three-day event is planned for the late part of August, the exact date to be announced soon. If this year's convention is as excellent as 1974's, we all have a lot to look forward to!

THE ARMORY

Without further ado, here are the only changes which were made in the recent reissuance of **TRACTICS** by Tactical Studies Rules:

Refer to **PULL OUT #4c**, Direct Fire Mode, **ARMOR PENETRATION:** First, change the heading of the second column from 75/L40 to 75/L42. Next, change the penetrations of the 75/L30 column to the following: **90, 88, 86; 84, 82, 80; 78, 76, 74; 72, 70, 68; 66, 64, 62; 60, 58, 56.** Finally add the following classes:

75/L24		75/L40		
Range	Penetration	Range	Penetration	
0-4	65	0-5	96	
4-8	64	5-10	94	POINT
8-12	63	10-15	92	BLANK
[illegible]	62	15-20	90	
16-20	61	20-25	88	SHORT
20-24	60	25-30	86	
24-28	59	30-35	84	
28-32	58	35-40	82	MEDIUM
32-36	57	40-45	80	
36-40	56	45-50	78	
40-44	55	50-55	76	LONG
44-48	54	55-60	74	
48-52	53	60-65	72	
52-56	52	65-70	70	VERY
56-60	51	70-75	68	LONG
60-64	50	75-80	66	
64-68	49	80-85	64	EXTREME
68-72	48	85-90	62	

POSTAL DUNGEONS & DRAGONS VARIANT, a game which combines D&D and MIDGARD will be handled through the magazine, FANTASIA. To obtain full details, write: FANTASIA, Jim Lawson, 3508 Benton Dr., Calgary,Alberta,Canada T2L 1W8.

CASTLE & CRUSADE

By Gary Gygax

Some readers will harken back to the time when there was a Castle & Crusade Society, originated by the Lake Geneva Tactical Studies Association and jointly sponsored by it and the now-defunct IFW. As the LGTSA was instrumental in preparing the final version of CHAINMAIL, it is quite natural that your editor should discuss those rules in his column. And as he was the founder of the C & C Society, it is just as logical that this column on the Medieval epoch should be included in SR from henceforward! Return with us now to those bygone days of yesteryear . . .

The Spear in Man-To-Man Combat: Several players have asked why the spear is so (seemingly) ineffective in the CHAINMAIL "Man-To-Man" combat system. There is no question that the Melee Table shows it as the least effective weapon statistically, although due to its length it usually allows figures armed with spears to deliver the first attack. However, before discussing its seeming ineffectiveness further, I believe a short discussion of the weapon itself is in order.

A spear is a sharp-pointed weapon with a shaft of considerable length which undoubtedly derrived from nothing more than a pointed stick. By Medieval times there were several types of weapons which were spear-like:

The javelin of 4' or 5' length for hurling;

The spear for thrusting or hurling, ranging from about 6' to 9' in length;

The lance of 10' or 12' length for use by horsemen; and

The pike of 15' to 20' in length.

The spear was a weapon primarily of barbaric peoples or poor ones. The Vikings of the early Medieval period used it extensively, but it was abandoned for more effective arms whenever possible in most cases. The Scots used it throughout the period, but the Scottish version of the spear was very long indeed, and was more nearly a pike. The various peasant levies used it little by the middle of the period, carrying instead combination-type pole arms, i.e. the halberd which combined axe and spear and similar weapons with which both the thrust and the chop were possible. Those weapons which did not combine those two types of attack were either pike-like or broadly hooked so as to otherwise catch opponents not penetrated by the thrust. All of the latter class had hafts longer than that of the typical spear.

With this in mind, it is easy to note that a spear-armed man is unlikely to be pitted against any armor class greater than chain-type, with or without shield. At first glance this still seems to put the spearman at a serious disadvantage. However, I suggest the following: As the spear was ineffective against better protected fighting men, the proper employment historically should be sought by those fielding such troops. When they are confronted by foot troops in superior armor the spears should be hurled and the figures then considered to have drawn secondary weapons. This is what spear-carrying Vikings did historically, for example. When confronting mounted troops the spearmen are then of utmost importance, for unless the horsemen are all lance-armed the spearmen will I have first attack, and the effectiveness of a spear against even a barded horse is indicated clearly on the Melee Table. As the spear is unlikely to turn up in games beyond the eleventh century or so, I am certain that a re-evaluation of the power of the spear will prove that it isn't so terribly ineffective as it appears at first.

As a final word, the "Man-To-Man" Melee Table includes a catch-all catagory -- "Pole Arms". This was done in interest of space, for there are so many varieties of pole arms that it would have required far too much space to warrant their inclusion. More importantly, how many wargame figures have you seen which are equipped with partisans, voulges, and the like? However, there might be the possibility of these arms being shown in the future, so we will combine "The Armory" and "Castle & Crusade" next issue in order to bring you a complete rundown on the pole arm, as well as give you the more correct scores to use if such varieties are employed in play.

COMING NEXT ISSUE . . .

- CAVALIERS & ROUNDHEADS, Some Additions and Clarifications
- DUNGEONS & DRAGONS, Questions Most Frequently Asked
- POLE ARMS, and Their Relationship to CHAINMAIL
- plus a new monster for D & D, news, and more !

SPECIAL FIRST ISSUE FEATURE!

SOLO DUNGEON ADVENTURES

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of DUNGEONS & DRAGONS by means of "Wilderness Adventures", there has been no uniform method of dungeon exploring, for the campaign referee has heretofor been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20' wide corridor, etc. Now break out your copy of D & D, your dice, and plenty of graph paper and have fun !

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room; so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Descretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

TABLE I. PERIODIC CHECKS:

Die	Result
1-3	Continue straight, check again in 60'
4-7	Door (see TABLE 11.)
8-10	Side/Passage (see TABLE III.), check again in 30'
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls 1., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'

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20	Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1,4	Left	1,2	Parallel passage or 10'x10' room if door straight ahead
5,8	Right	3	Passage straight ahead
9,12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE I. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result
1	left 90 degrees
2	right 90 degrees
3	left 45 degrees ahead
4	right 45 degrees ahead
5	left 45 degrees behind
6	right 45 degrees behind
7	left curve 45 degrees ahead
8	right curve 45 degrees ahead
9	passage "T's"
10	passage "Y's"
11	four-way intersection
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")

Passage Width:	
Die	Result
1-7	10'
8-10	20'
11	30'
12	5'

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents

Shape and Size:		
Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8,9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below --	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4,5	Triangular	about 900 sq. ft.
6,7	Trapezoidal	about 1,300 sq. ft.
8,9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4
4	up to 1200'	0 *
4	over 1200'	1
5	up to 1600'	0 *
5	over 1600'	1
6	any size	1-4, roll to determine

Die **	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

* A secret door might exist, and a search may be made if desired. For every 10' of wall space checked roll a 12-sided die -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13,14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special* or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

* insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels,passage continues,checkagain in 30'
14-18	Trap door down 1 level,passage continues,checkagain in 30'
19,20	Trap door down 2 levels,passage continues,check again in 30'

* 1 in 12 has a door which closes egress for the day

** 1 in 10 has a door which closes egress for the day

*** 1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door unless unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors go to die 6,7 below.
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if and score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breath it to continue along corridor as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is a 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'*
7-9	Cavern about 95' x 125'*
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'*
12	Mammoth cavern about 250'-300' x 350'-400'**

*Roll to see if pool therein

**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

* 1-4 monsters, 4 in 5 chance of treasure

**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters) -- lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it: 1 = strength, 2 = intelligence, 3 = wisdom, 4 = dexterity, 5 = consitution, 6 = charisma (add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alighnment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.

MAPPING IT OUT

This issue, as well as a good portion of the next, were necessarily laid out without definite knowledge of what our readers are most interested in. That will not be the case in the future, for we plan to impose and ask what you particularly wish to see in the pages of SR. However, with so many magazines demanding the completion of long questionaires, we will make it as easy on you as possible: If you liked this issue well enough, and the preview of next issue's articles seems about right, just forget it -- we'll assume that we are doing things reasonably close to what you desire. On the other hand, if you think we are neglecting some aspect of the hobby, or that what we are doing is done poorly, let us know. Letters will have an effect on future plans. If sufficient letters, which merit reproduction, come in, we will run a short letter column. You don't need to rate articles or this issue or anything like that, but if you want to tell us something, we ask that you please do so. Here are some of the possible subjects we can deal with. If your pet love (or hate) is among them, sound off, and we will act accordingly. Note that we are not planning to cover most board games, as they are well-detailed in other publications. The same is true with regard to military history except as it directly pertains to a set of miniatures rules or game.

NOW (or soon) Covered by SR:	Other Periods/Wars:
Ancient Period	30-Years War
Medieval Period	7-Years War
English Civil War	Revolutionary War
Napoleonic Wars	American Civil War
American West	Franco-Prussian War
WWII/Modern	Colonial Wars
Space Exploration/Warfare	WWI
Fantasy/Swords & Sorcery	

From the above lists we can do the following kinds of articles:

Rules Additions	Play-Test Rules
Rules Varients	DIPLOMACY Varients
Rules Expansions	Design Explanations
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All the above material is meant to aid you in getting it together so you can comment to us fully, and if there is something else you'd like to see covered, just tell us about that instead. So, write and we will get on it. Until next issue, then, and remember that Crom is unlikely to intercede in any fight, so do it yourself.

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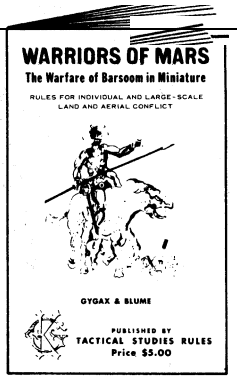
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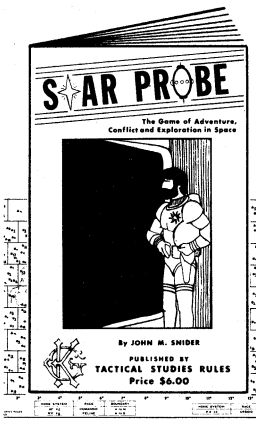
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